



# The Modernization of the Aegis Fleet with Open Architecture

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# Topics

*Things to talk about...*



- **Background**

- Aegis Overview
- Capability Upgrade Evolution
- Modernization Concept/Approach

- **Aegis Open Architecture**

- Evolution to COTS Technologies and Products
- Incremental/Spiral Development Approach

- **Aegis Modernization**

- Overall Scope/Impact
- Product Line Architecture
- Integration of Common STM / TS Components

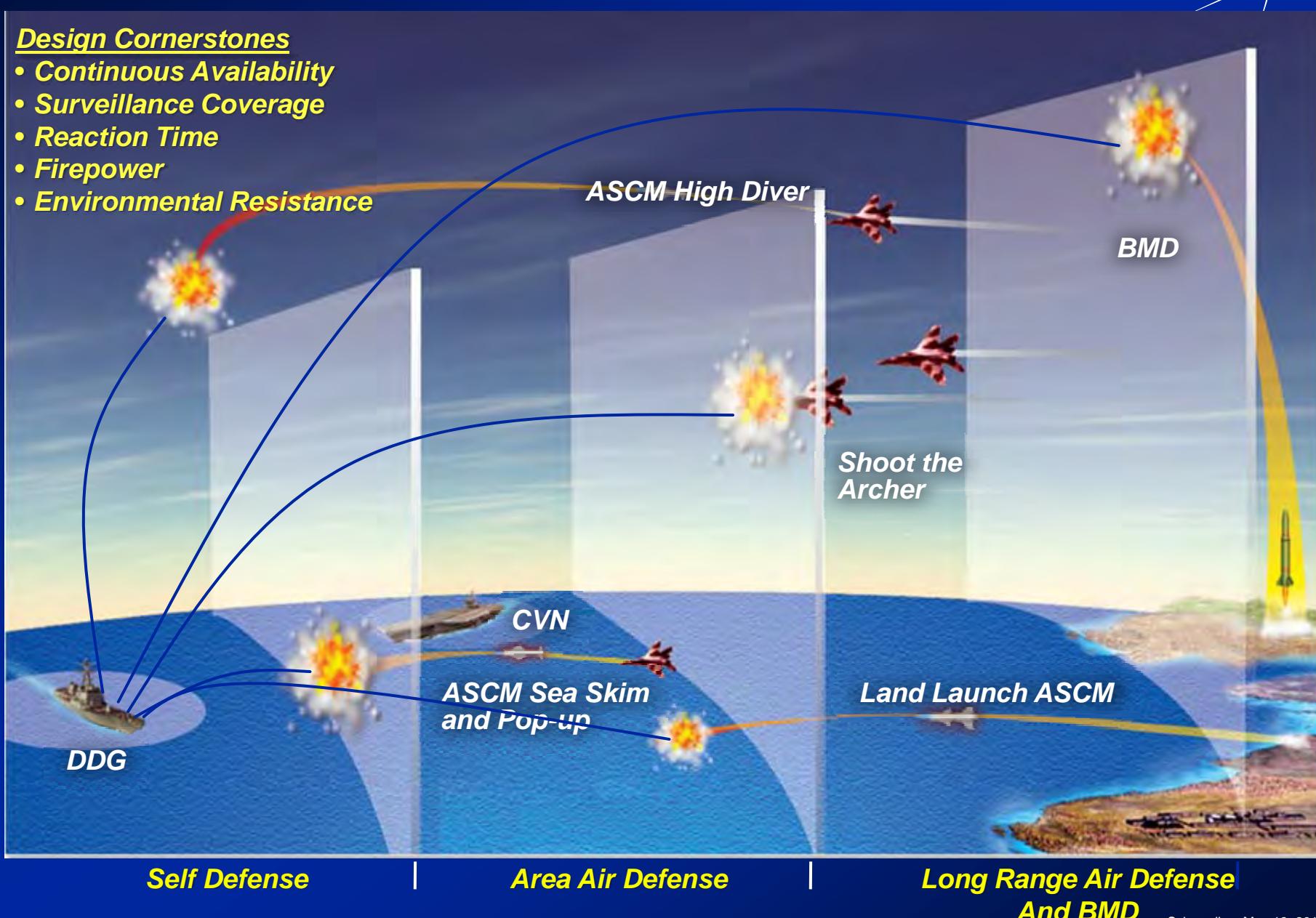
- **Summary**

# Aegis – The Shield of the Fleet



## Design Cornerstones

- Continuous Availability
- Surveillance Coverage
- Reaction Time
- Firepower
- Environmental Resistance



**Self Defense**

**Area Air Defense**

**Long Range Air Defense  
And BMD**

# Aegis Combat Systems Architecture



*Aegis Display System*



*Fire Control System  
Mark 99*



*Weapon Control  
System*



*Radar System  
AN/SPY-1*



*Command and  
Decision System*



*Vertical Launching  
System Mark 41*



*Aegis Combat  
Training System  
Mark 50*

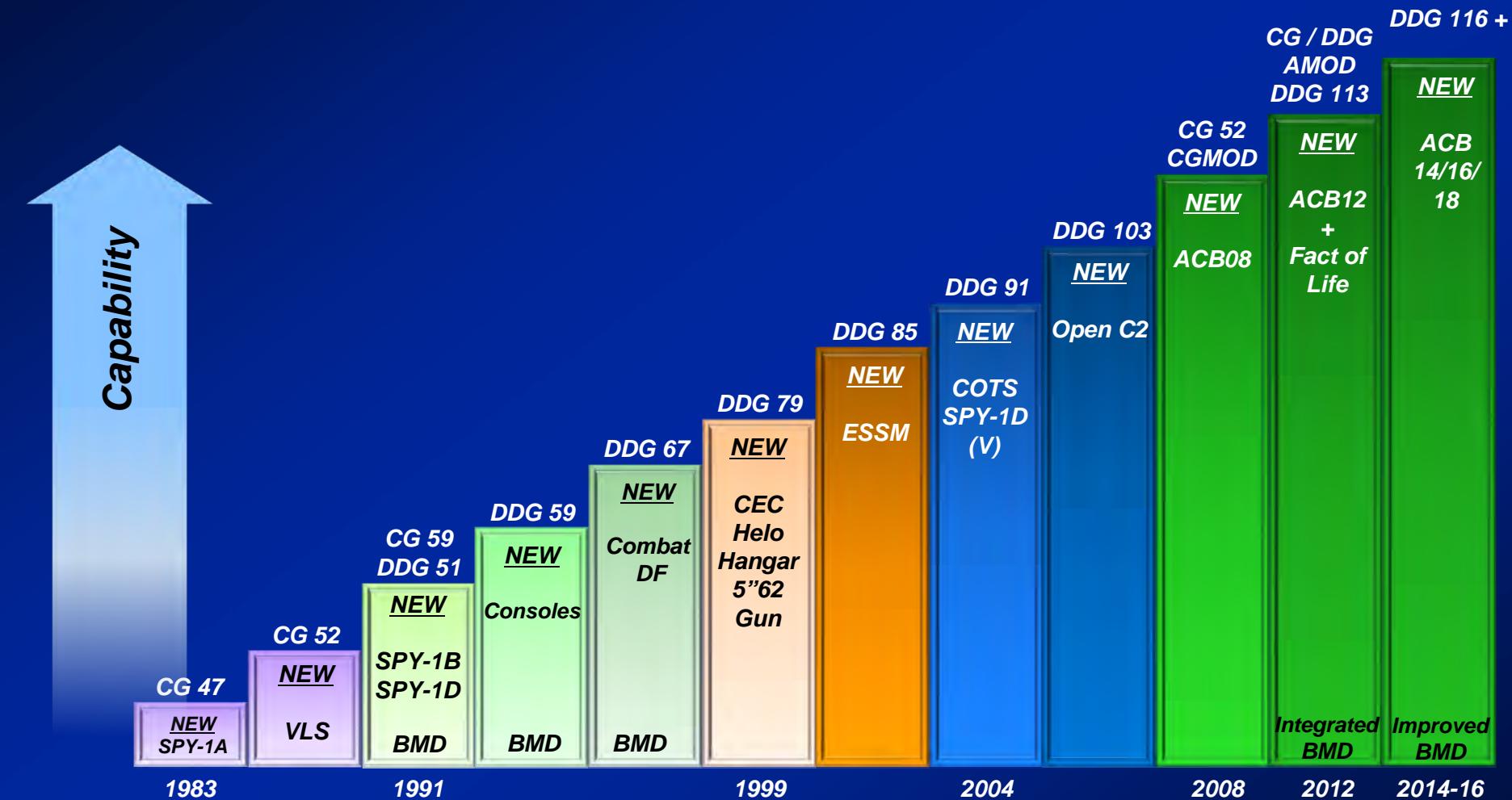


*Operational  
Readiness  
Test System*



*Standard Missile-2  
SM-3  
VLA  
TLAM  
ESSM*

# Aegis Capability Overview



**12 Generations and Over 27 Years of Proven Success**

# Aegis Modernization Concept



## I. Decouple Hardware and Software Upgrades Using COTS

- Software Upgrades Every Two Years
- Hardware Refresh Every Four Years

## II. Build on Fielded Baselines

## III. Integrate Navy Enterprise HW and SW Solutions

## IV. Transition Aegis to Navy Objective Architecture



## Benefits of Aegis Modernization Concept

- More Capability to the Fleet Sooner
- Foster Collaboration and Competition
- Cost Savings from Commonality & Reuse
- Minimal Lifetime Spares
- Upgrades Backward Compatible



***COTS & Open Architecture -  
While Maintaining Engineering Discipline***



# *Aegis Open Architecture*

# AWS Computer Architecture Evolution



| B/L 1/2/3<br>CG 47-64 |                 | B/L 4/5<br>DDG 51-78<br>CG 65-73 |   | B/L 6 Ph I/III<br>DDG 79-90<br>CG 66 & 69        |   | B/L 7 Phase I<br>DDG 91-112                           |  | ACB08/TI08<br>CG 52-58 |  | ACB12/TI12<br>CG 59+<br>DDG 51+ |  |
|-----------------------|-----------------|----------------------------------|---|--|---|---|--|------------------------|--|---------------------------------|--|
| Fielding              | 1983            |                                  | 1990  |  | COTS Selection  | 1998  |  | 2005                   |  | 2009                            |  |
|                       |                 |                                  |   |  |   | 1994  |  | 1999                   |  | 2006                            |  |
|                       |                 |                                  |   |  |   |   |  |                        |  |                                 |  |
| MIL Spec Design       | MIL Spec Design | Mixed COTS and MIL Spec Design   | All COTS computers (MCE)                        | All COTS computers (MCE)                         | All COTS computers (MCE, CPS)                         |   |  |                        |  |                                 |  |
| Processors            | UYK-7<br>UYK-20 | UYK-43<br>UYK-44                 | UYK-43/44+<br>Adjunct COTS                      | COTS   | Mainstream COTS                                       | Mainstream COTS                                       |  |                        |  |                                 |  |
| Software              | CMS-2           | CMS-2                            | CMS-2<br>C++, Ada                               | C++, Ada   | Message-passing,<br>Component-based<br>C++, Java, Ada | Message-passing,<br>Component-based<br>C++, Java, Ada |  |                        |  |                                 |  |
| Interfaces            | NTDS Parallel   | NTDS Parallel<br>NTDS Serial     | NTDS Parallel<br>NTDS Serial<br>FDDI / Ethernet | NTDS Parallel<br>NTDS Serial<br>FDDI**/ Ethernet | NTDS Parallel<br>NTDS Serial<br>Ethernet              | NTDS Parallel<br>NTDS Serial<br>Ethernet              | NTDS Parallel<br>NTDS Serial<br>Ethernet |                        |  |                                 |  |
| Displays              | UYH-4           | UYH-4<br>UYQ-21 (TGC*)           | UYQ-21/UYQ-70                                   | UYQ-70   | UYQ-70<br>ORTS<br>Thin Clients                        | CDS   |  |                        |  |                                 |  |
| System Complexities   |                 | UYK-43s<br>B5PIII TGC            | SMP's<br>ALIS Network                           | All COTS<br>SMP's<br>Fast Ethernet               | Open Architecture<br>Mainstream COTS<br>Gig-Ethernet  | Open Architecture<br>COTS MMSP<br>Product-Line        |  |                        |  |                                 |  |

\* Applicable to Baseline 5 Phase III Only

\*\* Eliminated in Baseline 7 Phase IIR

# COTS Technology and Products



*Tech Insertion 00* 2000

**B7PhI**



*DDG 91-102*

*Tech Insertion 04* 2004

**B7PhIR**



*DDG 103-112*

*LCS / NCS - Derivative*

*Tech Insertion 08* 2008

**ACB 08**



*CG 52-59*

## Non-LM Hardware



- Computing Platform
- VME Single Board Computer
- Network Switching
- SAN Storage
- Network File System
- Thin Client LCD Display
- Analog Hardware/Devices

## Non-LM Software

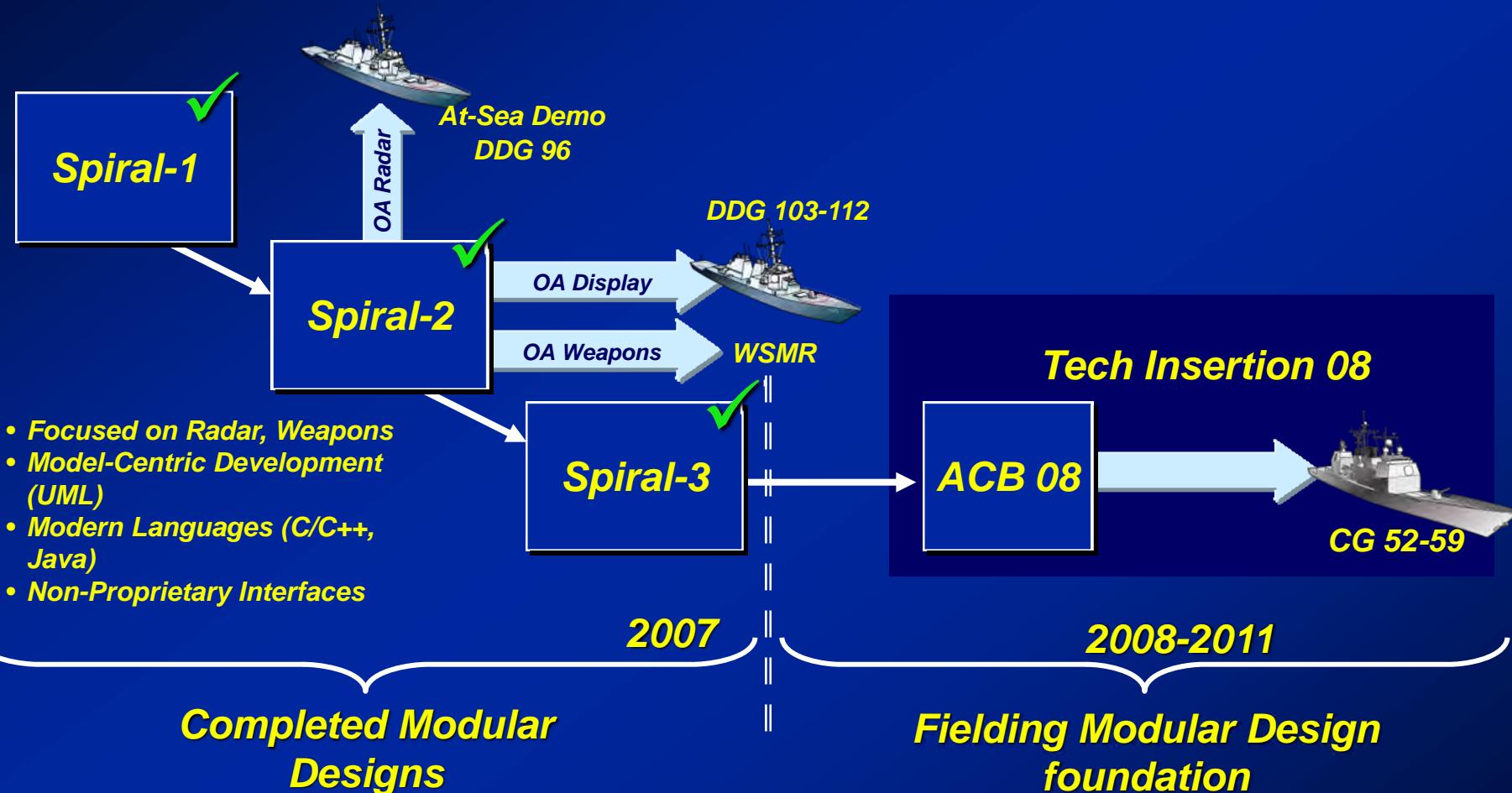
- Real Time Operating System
- Pub-Sub Communications
- High Availability Middleware
- Enterprise System Management
- Human-Systems Software
- Network Management Tools



**Smaller Footprint and Reduced Processor Costs**

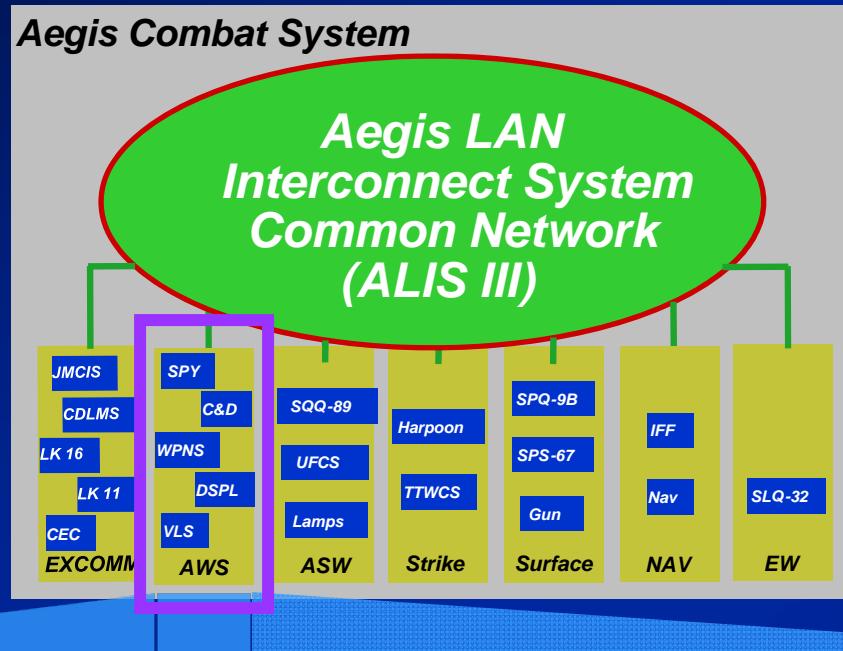
# Incremental Development

*“Build a little ... test a lot”*



**Open Architecture Foundation for Baseline 9 Developments**

# Where We are Today



|                          | Technical Assessment | SPY               |               | Open C2    |            | Weapons/<br>Fire Control | VLS        |
|--------------------------|----------------------|-------------------|---------------|------------|------------|--------------------------|------------|
|                          |                      | Signal Processing | Radar Control | Display    | C&D        |                          |            |
| DDG-91<br>2004           | Hardware             | Custom            | SMP           | Mainstream | Mainstream | SMP                      | Mainstream |
|                          | Software             | Closed            | Closed        | Open       | Open       | Closed                   | Closed     |
| CG-52<br>2008            | Hardware             | Custom            | Mainstream    | Mainstream | Mainstream | Mainstream               | Mainstream |
|                          | Software             | Closed            | Open          | Open       | Open       | Open                     | Closed     |
| CG-62/<br>DDG-51<br>2012 | Hardware             | Mainstream        | Mainstream    | Mainstream | Mainstream | Mainstream               | Mainstream |
|                          | Software             | Open              | Open          | Open       | Open       | Open                     | Open       |

*Continuously Advancing the Aegis Combat System Forward*

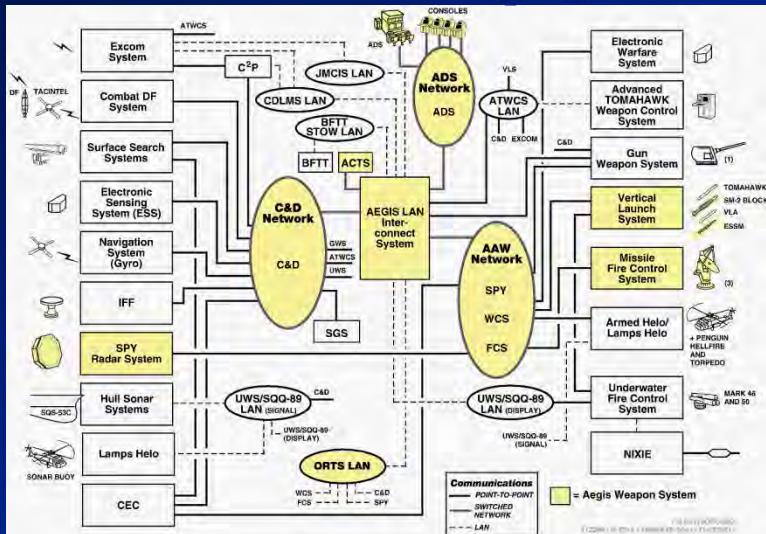


# Today's Aegis Combat System

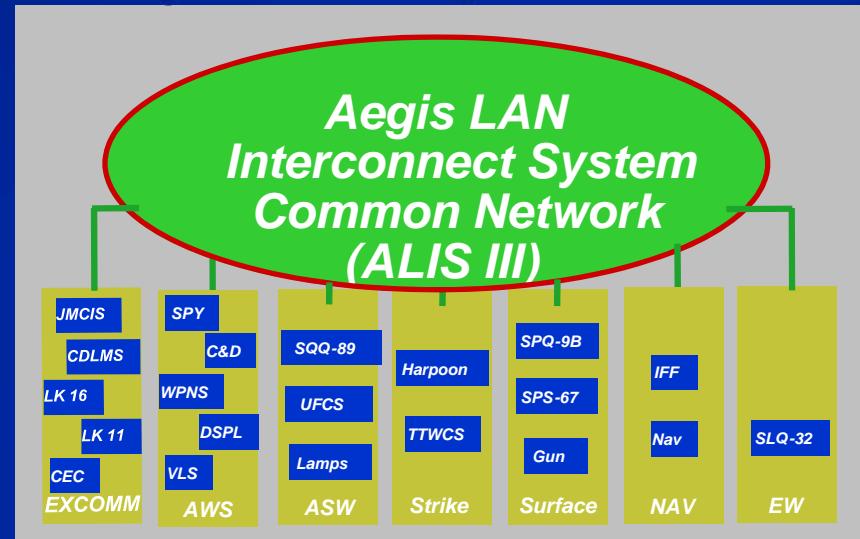
## Surface Warfighting Electronics Architecture



### Detect/Control/Engage View



### System/Subsystem View



✓ **Federated, Tiered Architecture**

✓ **Efficient ACS Capability changes**

✓ **Well-Defined Components and API's**

SPY-1 Radar      Sig Pro      C&D      Display      Weapons      VLS

Aegis Weapon System

Track Management      Doctrine      Air Control      Weapons

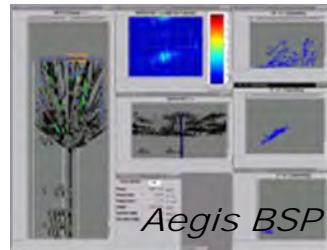
Senor Management      Identification      Links      Display  
Command & Control

**Supports Operational and Navy Business Model Objectives**



# *Aegis Modernization*

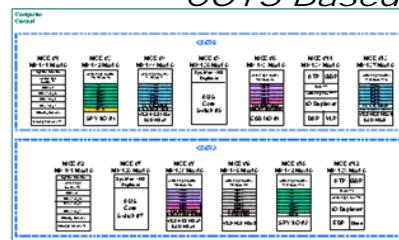
# Roadmap to Aegis Modernization (AMOD)



**Increased Battlespace and Multi-Mission Interoperability**



*COTS Based Infrastructure*



*Aegis BMD 4.0.1*  
**Improved Discrimination**  
**Improved Track Handover**  
**Enhanced LoT**  
**Integrated IR/RF KA**  
**SM-3 Blk IA and IB**

*ACB08*  
**OA Spiral 3**  
**ACS Element Upgrades**  
**TI 08**

**CG MOD ACB08 (TI08)**

**Aegis BMD Block 06/08**

**Aegis BMD 3.6**  
**LRS&T, Engagement and LoT**  
**Multi-Mission**  
**Integrated Mission Planning**  
**SM-3 Blk I and IA**



**Aegis BMD Block 04**

**B/L 7 Phase IR**  
**OA Display Improvements**  
**CIWS Block 1B Fratricide Avoidance**  
**CEC 2.1 (Mode 5)**  
**COTS Refresh 1**

**B/L 7 Phase I**  
**COTS architecture**

**CR0/CR1**

# AMOD Technical Scope



## ***HM&E Upgrades***

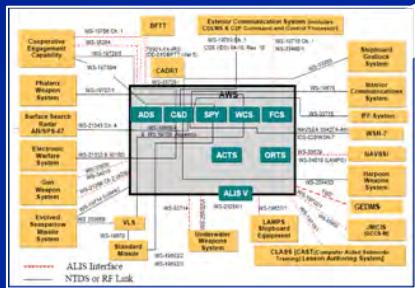


# *Aegis Weapon System*

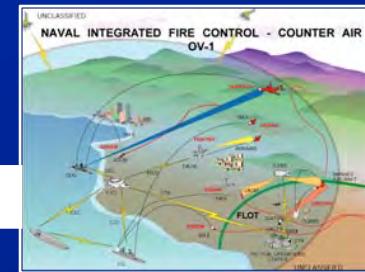
## *COTS Refresh 3*



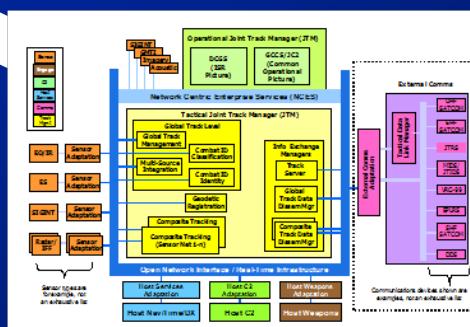
# *Aegis Combat System Upgrades*



# ***BMD 4.0.1 Functionality and SM-3***

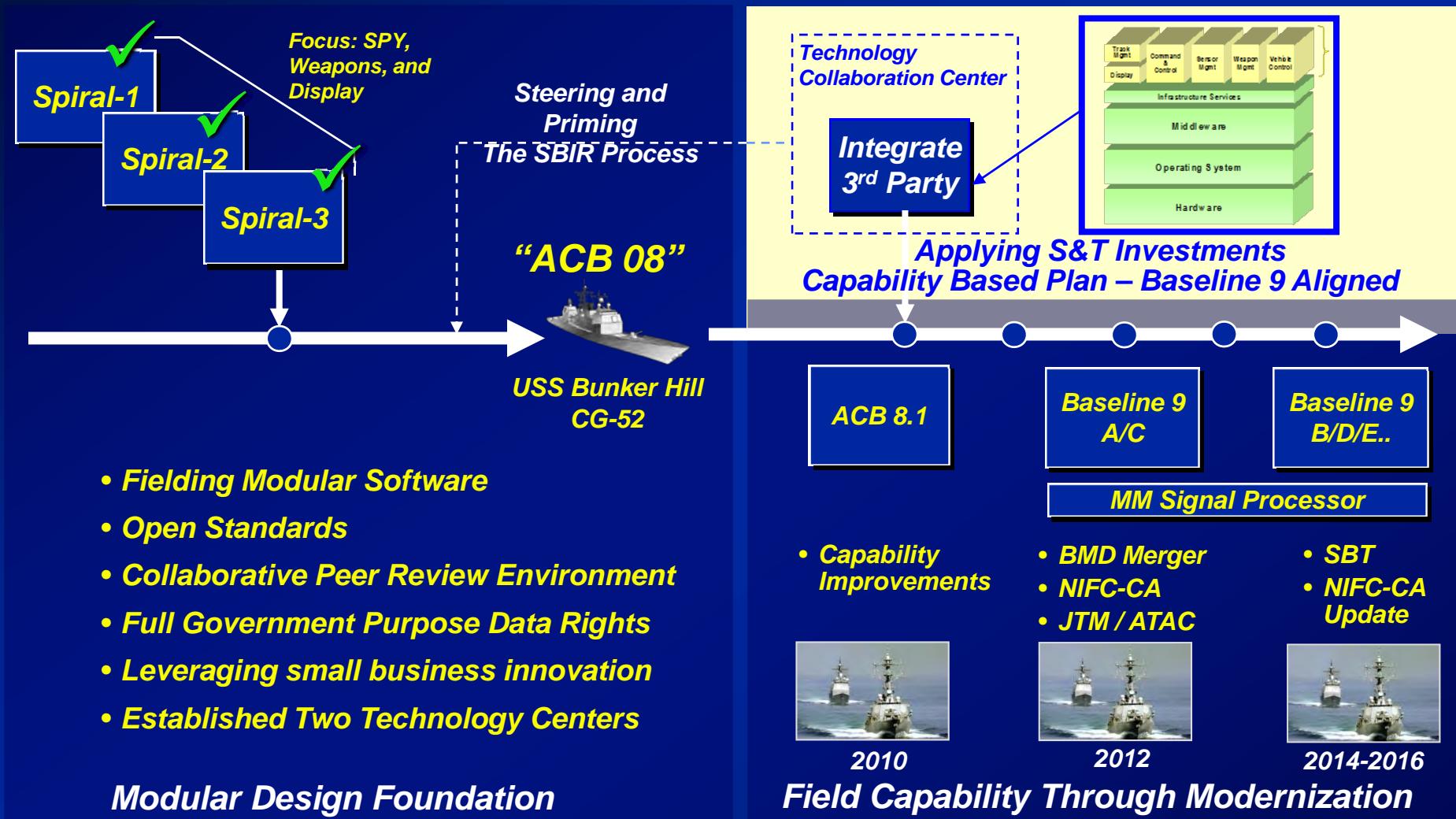


## ***NIFC-CA and SM-6***



## ***JTM Alignment***

# Way Ahead ... Baseline 9



# Implementing Open Architecture

## Layered Architecture Foundation

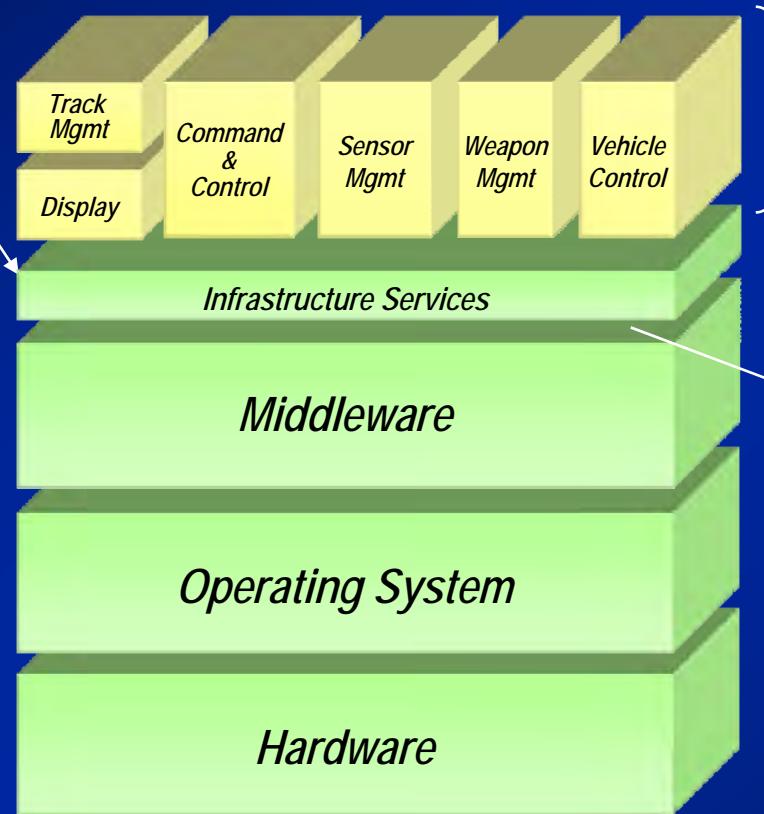


### Infrastructure:

- Common Services and APIs
- Flexibility to Support Forward-Fit and Back-Fit

### Common Computing Environment:

- Standards-based Interfaces to network
- Commercial Mainstream Products and Technologies



### Componentized Objective Architecture:

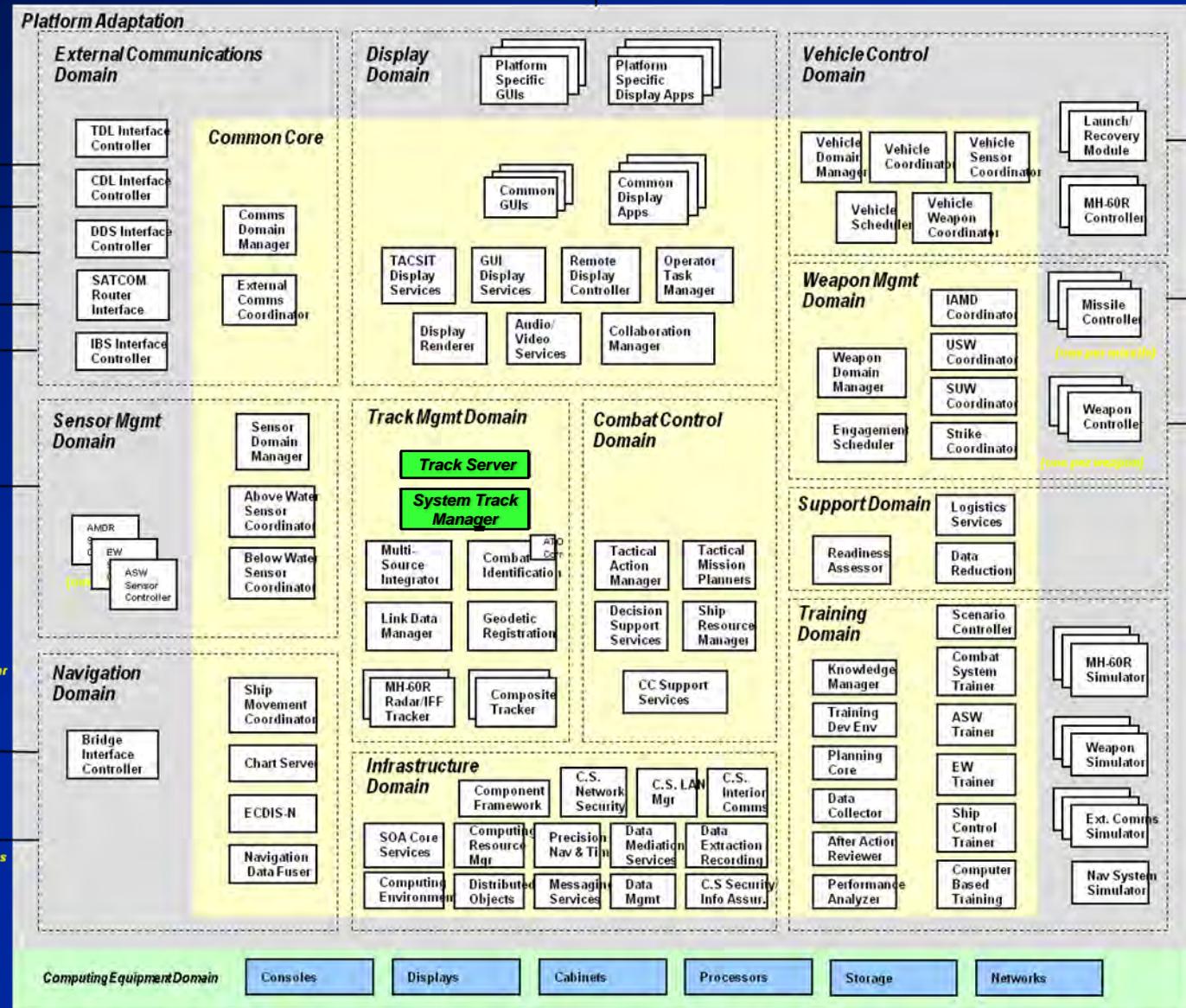
- Common Reusable Components
- Platform Specific Components
- Data Model
- Extensible to the Future

### Decouple Hardware (H/W) from Software (S/W)

**Upgrading Hardware and Software Independently**

# Top Level Objective Architecture

“Component View...”



# Joint Track Management Alignment

## Overview

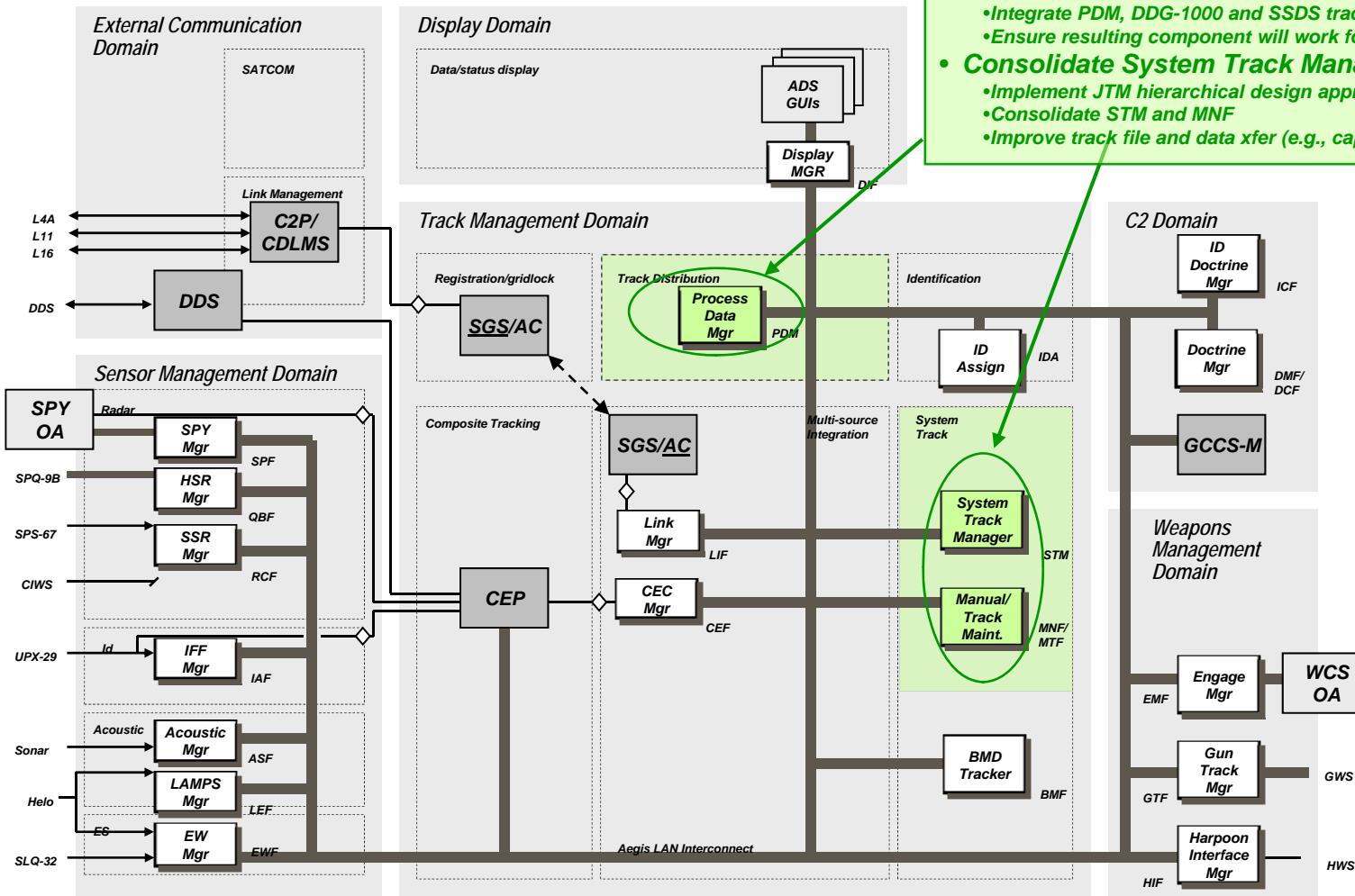


- **Align AMOD and SSDS Track Management to a Common Architecture**
  - Provide Consistent Functional Allocation, Data Representation and Attributes
  - Incorporate Reusable System Track Manager and Track Server Components
- **Provides Hierarchical Track File (System Level – Source Level)**
- **Provides Standard Interfaces**
  - Track Server Standard Access Interface for Client Applications
  - Track Manager Integrates Track Data Sources via Common Interface; Extensible for New Track Data Sources
- **Provides Two Complete Versions of Live Training Tracks:**
  - Allows Training Override of Multiple Attributes
  - Training Tracks Can be Physically Relocated From Live Location
- **Provides Dual Ownership – Tactical and Training:**
  - Allows Training View to be Repositioned with No Impact to Tactical View

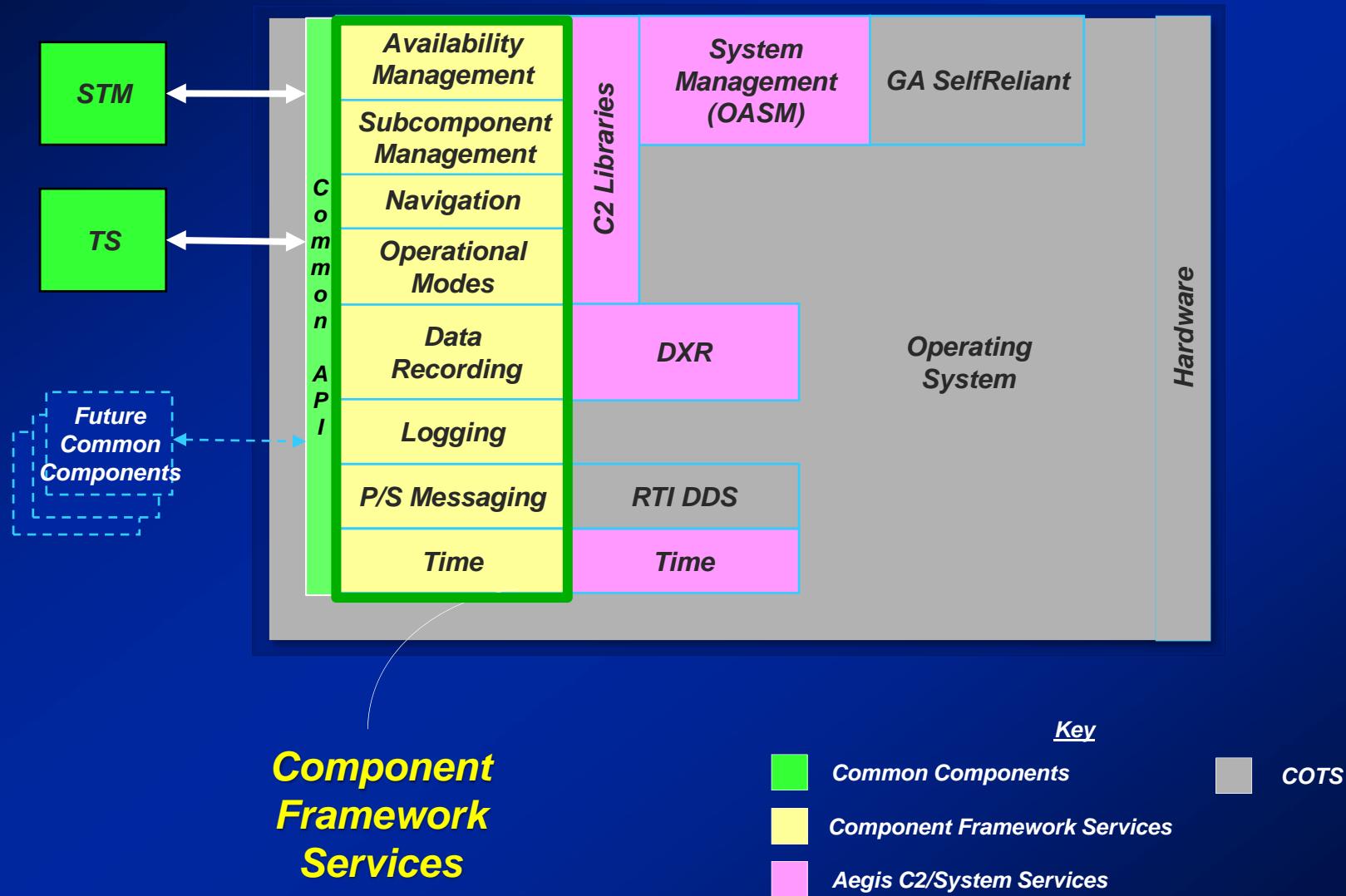
*Aligning the Architecture for Future:  
Common Components Across Ship Classes*

# JTM Alignment

## Integration of Common STM and TS Components...



# Component Framework Services



# Common STM and TS Components

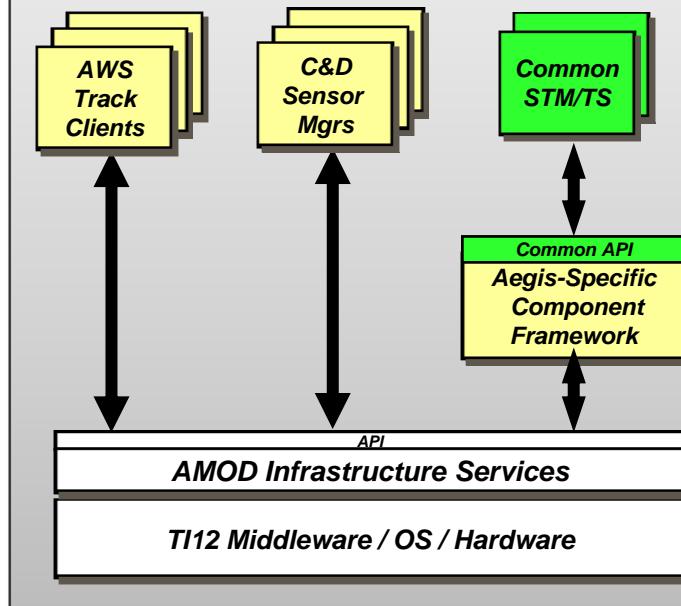
## Task Allocation...



### LM Tasks:

- Update AMOD System Specs (A-level, B1, B5)
- Provide Legacy Aegis Requirements (e.g., STM, PDM, MNF) to SI/DA
- Validate Aegis Requirements Covered by Enterprise SRS's
- Remove STM/TS Functionality from Existing Components
- Modify C&D Sensor Managers IAW Functional Allocation (Design, Code, and Test)
- Modify Aegis Track Server Clients (Design, Code and Test)
- Design, Code and Test Aegis-Specific Component Framework
- Integrate STM/TS into AMOD
- Provide TOR/CPCRs
- Verify System Performance

### AMOD System



### Legend

- New/Modified AWS
- New Common

### SI/DA Tasks:

- Develop Enterprise SRSs for STM and TS from Aegis and SSDS
- Develop UML Models
- Auto-generate IDD and Interface Code from UML Models
- Design, Code and Test STM and TS Components
- Provide Interim and Final STM/TS Components
- Implement CM and Change Control of STM/TS
- Implement CPCR Fixes to STM/TS Components
- Support Integration of STM/TS into AMOD
- Support SQT of STM and TS

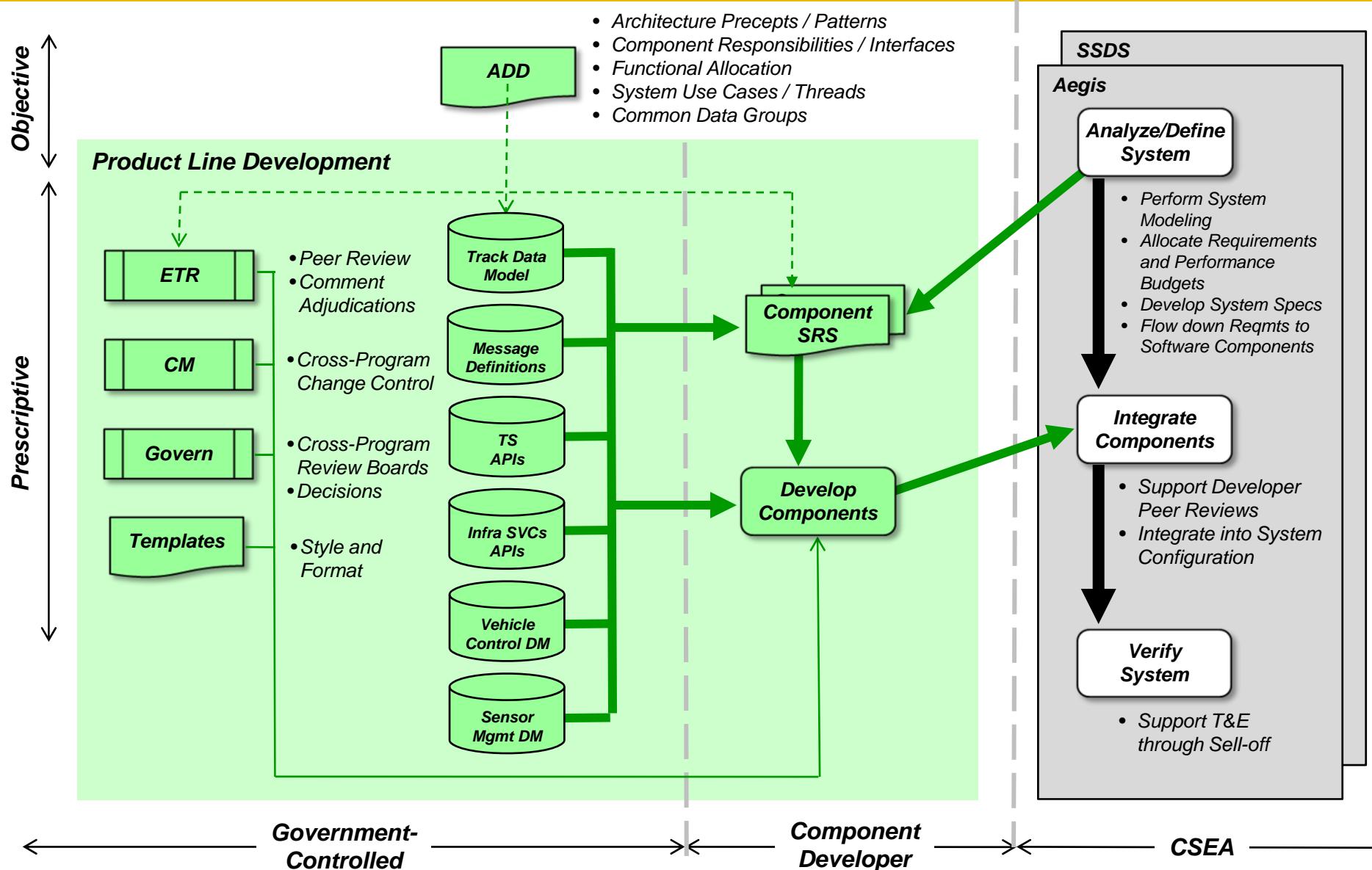
### LM and Third party Joint Tasks:

- Establish linked classified development environment
- Establish and Track Progress and Dependencies via Joint IMS
- Participate in Navy-led Data Model and Component Framework Working Groups
- Support Functional Allocation
- Support Definition of Data Model, TS APIs, and Common Service APIs
- Support Definition of Enterprise-level Processes and Artifacts
- Support Enterprise ETRs and Enterprise SSR
- Support Enterprise CCB and Prioritization/Adjudication of TORs/CPCRs

**Allocation and Governance Was Essential**

# Objective Architecture

## Roles and Responsibilities...

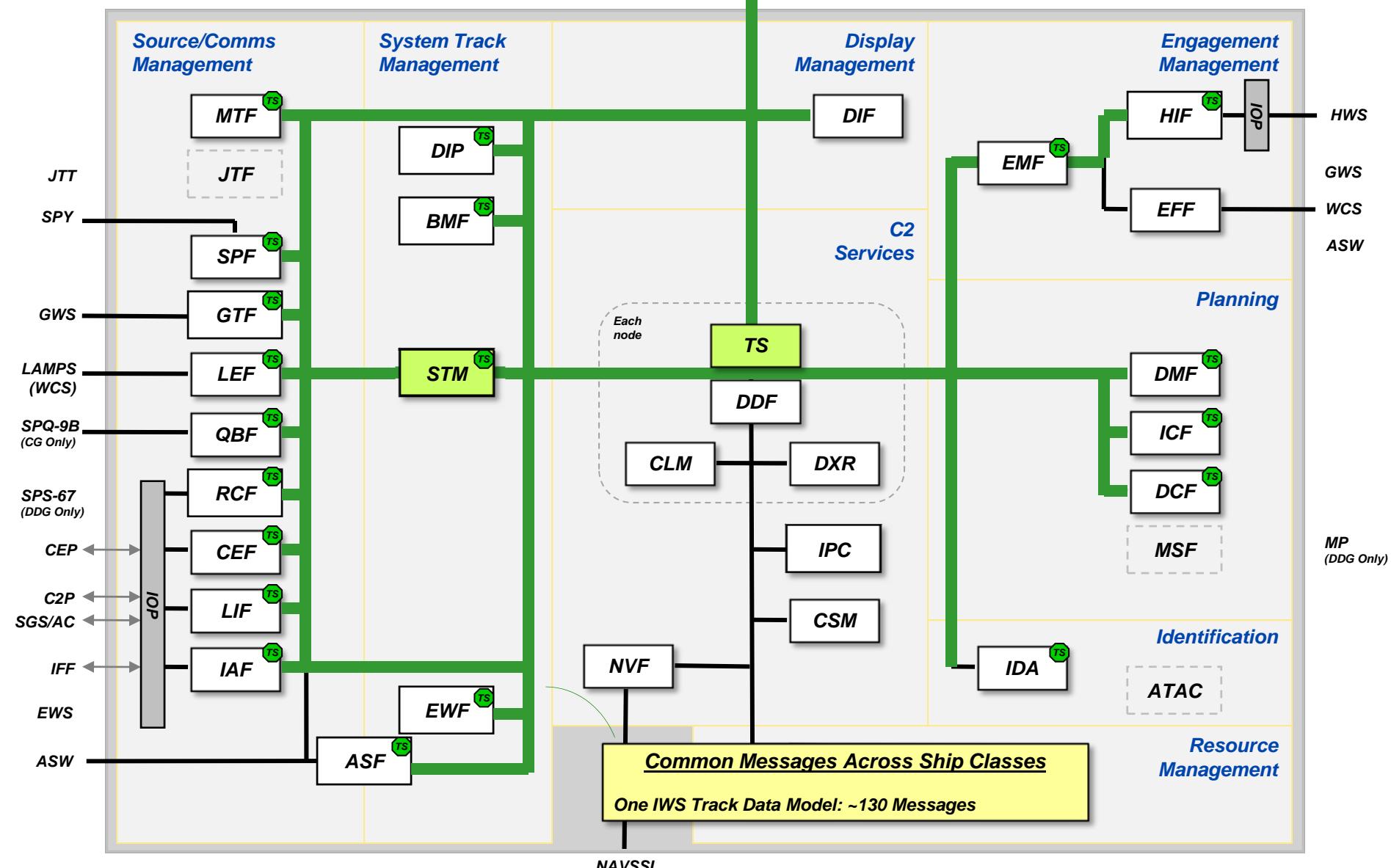


# AMOD C&D Component Architecture

Message Processing...



ADS



# What We Learned



**Lessons Learned Address Multiple Perspectives**

# Aegis Open Architecture

## Summary



1994

2000

2006

2012-2016



- Separation of Application/ Infrastructure
- Commercial Standards
- Commodity Products

*B7PhI*



*Component-Based Software*

- Component-Based Designs
- Layered Architecture
- Configurable Test Environments

*CGM*



*Open Business/ Common Components*

- Objective Architecture
- Open Business Practices
- Open Disclosure / Gov't Purpose Data Rights
- Increase Number of Players/ Opportunities

*AMOD*



*DDG-51+/DDG 113*



*CG-62-73*

*Increased Capabilities*

- AAW/BMD
- JTM
- SM-6
- NIFC-CA
- SBT



# Glossary



| Acronym         | Description                                 | Acronym        | Description                                 |
|-----------------|---|----------------|---|
| <b>ACB08</b>    | Advanced Capability Baseline 2008           | <b>LAN</b>     | Local Area Network                          |
| <b>ACB12</b>    | Advanced Capability Baseline 2012           | <b>LM</b>      | Lockheed Martin                             |
| <b>ACS</b>      | Aegis Combat System                         | <b>LOT</b>     | Launch on TADIL                             |
| <b>ADD</b>      | Architecture Definition Document            | <b>MMSP</b>    | Multi-Mission Signal Processor              |
| <b>Aegis</b>    | (not an acronym) Greek Shield of Zeus       | <b>MS</b>      | MicroSoft                                   |
| <b>ALIS</b>     | Aegis LAN Interconnect System               | <b>NIFC-CA</b> | Naval Integrated Fire Control - Counter Air |
| <b>AMOD</b>     | Aegis MODernization                         | <b>OA</b>      | Open Architecture                           |
| <b>API</b>      | Application Programming Interface           | <b>OAET</b>    | Open Architecture Enterprise Team           |
| <b>ASCM</b>     | Anti-Ship Cruise Missile                    | <b>OASM</b>    | Open Architecture System Management         |
| <b>ASROC</b>    | Anti-Submarine ROCket                       | <b>P/S</b>     | Publish/Subscribe                           |
| <b>BL</b>       | Baseline                                    | <b>PIDS</b>    | Prime Item Development Specification        |
| <b>BMD</b>      | Ballistic Missile Defense                   | <b>PIM</b>     | Platform Independent Model                  |
| <b>C2</b>       | Command and Control                         | <b>PSEA</b>    | Platform System Engineering Agent           |
| <b>CCB</b>      | Configuration Control Board                 | <b>PSM</b>     | Platform Specific Model                     |
| <b>CEC</b>      | Cooperative Engagement Capability           | <b>Pub/Sub</b> | Publish/Subscribe                           |
| <b>CG</b>       | Guided Missile Cruisers                     | <b>RF</b>      | Radio Frequency                             |
| <b>CIWS</b>     | Close In Weapon System                      | <b>SAD</b>     | System Architecture Document                |
| <b>CM</b>       | Configuration Management                    | <b>SAN</b>     | Storage Area Network                        |
| <b>COTS</b>     | Commercial Off-the-Shelf                    | <b>SBT</b>     | Sea-Based Terminal                          |
| <b>CPCR</b>     | Computer Program Change Request             | <b>SI/DA</b>   | System Integrator / Design Agent            |
| <b>CR</b>       | COTS Refresh                                | <b>SM</b>      | Standard Missile                            |
| <b>CSEA</b>     | Combat System Engineering Agent             | <b>SMP</b>     | Symmetric MultiProcessor                    |
| <b>CVN</b>      | Carrier Vessel Nuclear                      | <b>SQT</b>     | System Qualification Test                   |
| <b>DDG</b>      | Guided Missile Destroyer                    | <b>SRS</b>     | System Requirements Specification           |
| <b>DDS</b>      | Data Distribution Service                   | <b>SSDD</b>    | System/Segment Design Document              |
| <b>DM</b>       | Data Model                                  | <b>SSDS</b>    | Ship Self Defense System                    |
| <b>DOORS</b>    | Dynamic Object-Oriented Requirements System | <b>SSR</b>     | Software Specification Review               |
| <b>ESSM</b>     | Evolved Sea Sparrow Missile                 | <b>STM</b>     | System Track Manager                        |
| <b>ETR</b>      | Engineering Technical Review                | <b>SVC</b>     | Service                                     |
| <b>GCC</b>      | GNU Compiler                                | <b>SW</b>      | Software                                    |
| <b>GFE</b>      | Government Furnished Equipment              | <b>SysML</b>   | Systems Modeling Language                   |
| <b>HM&amp;E</b> | Hull, Mechanical and Electrical             | <b>T&amp;E</b> | Test and Evaluation                         |
| <b>HW</b>       | Hardware                                    | <b>TADIL</b>   | TAactical Digital Information Link          |
| <b>IAW</b>      | In Accordance With                          | <b>TI</b>      | Technology Insertion                        |
| <b>IDD</b>      | Interface Definition Document               | <b>TLAM</b>    | Tomahawk Land-Attack Missile                |
| <b>IDS</b>      | Interface Design Specification              | <b>TOR</b>     | Test Observation Report                     |
| <b>IMS</b>      | Integrated Master Schedule                  | <b>TS</b>      | Track Server                                |
| <b>IPO</b>      | Input/Output/Process                        | <b>UML</b>     | Unified Modeling Language                   |
| <b>IR</b>       | Infrared                                    | <b>VLA</b>     | Vertical Launch ASROC                       |
| <b>JTM</b>      | Joint Track Management                      | <b>VLS</b>     | Vertical Launch System                      |
| <b>KA</b>       | Kill Assessment                             | <b>XML</b>     | eXtensible Markup Language                  |